

Quest Chain For Horizon Zero Dawn



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Synopsis

Section by section, this quest chain starts as a search quest, turns into a delivery quest, and ends as a fetch quest.

The sidequest is obtained when buying a hide with a map from a Meridian merchant. The merchant tells Aloy that she's been to Devils Grief, where the map is pointing, without finding anything. The first quest is to travel to Devil's Grief, reach the waypoint, and search the area. Aloy finds a metal plating in one of the ruins with cryptic text. She has to use the focus to translate. The translated text speaks of a hatch nearby, and Aloy now has to search a nearby area to find that hatch. Inside the hatch, she finds a box and some journals. Inside the box, she finds an ancient headpiece. This headpiece must be delivered to a shaman in Mother's Crown since she knows nothing about it. The shaman offers to make her an armor set, but she needs to get him parts. Aloy needs to kill a Bellowback, Grazer, and a Shell-walker. Delivering the parts to the shaman will grant Aloy a new armor set and XP.

The headpiece belonged to a hunter, well known for traveling across the world and bringing home exotic machines. The hunter passed away long ago, and his famous headpiece became a relic. An outcast shaman sought to protect the artifact when the red raids started and hid the headpiece in Devil's Grief. In case he was to be captured during the red raids, the shaman wrote on the metal plating and drew the map to make sure that the headpiece would be found again.

Quest overview

Obtaining the quest:

Aloy obtains this quest when buying an item called "mysterious map" from the Eclectic Collectibles Merchant in Meridian.

Search quest:

The merchant tells Aloy that she couldn't find anything at Devil's Grief. Aloy talks to herself, saying that the focus might be of use.

A waypoint shows up at the south end of Devil's Greif. When Aloy reaches the waypoint, it expands into a search area. By using her focus, Aloy can find a metal plating, with translatable text, in one of the ruins. She talks to herself, saying there's a hatch in the ground nearby. The search area moves down on the map slightly and Aloy now has to find a hatch in one of the ruins.

When Aloy finds the hatch, she opens it and enters. Inside is a small room with a box in the middle and journals scattered around. The journals speak of a great hunter traveling to the frozen wilds, the forbidden west, and beyond to hunt exotic machines. Inside the box is an ancient headpiece. Aloy tells herself that she has no clue what it is but that a shaman might. She then says that there might be a shaman at Mother's Crown.

Delivery quest:

The new waypoint is set on Mother's Crown after taking the headpiece, and the dialog has played through.

When Aloy has made her way to Mother's Crown, she has to find the shaman. After doing so, she talks to him, and he explains that a great hunter once wore the headpiece and that it disappeared during the red raids. Believing that the headpiece holds great power he offers to make Aloy an armor set with it. He expresses that it will be better off in her hands than sitting behind locked doors.

The shaman tells Aloy that she needs to get him a Grazer heart, a Bellowback lens, and a Shell-walker lens before he can make the armor set.

Fetch quest:

When tasked by the shaman to gather machine parts, the waypoint splits into three waypoints. Each waypoint is located at the closest Grazer, Bellowback, and Shell-walker sites. Aloy only needs to kill one of each to gather the resources she needs to complete the quest.

When Aloy returns with the components, the shaman is impressed and endorse her for her excellent hunting skills. The screen fades to black and back again, and Aloy is granted the new armor set along with 2000 XP.

NPC List

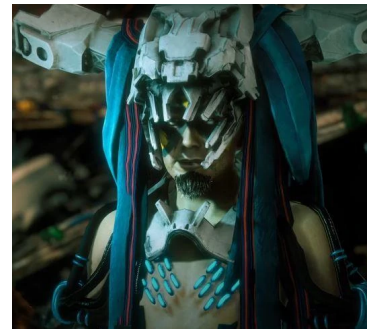
Eclectic Collectibles Merchant in Meridian:

She is a merchant who sells unusual items, primarily for trading with other merchants. She is a middle-aged woman with scuff clothing and she used to be a shadow-carja prisoner.



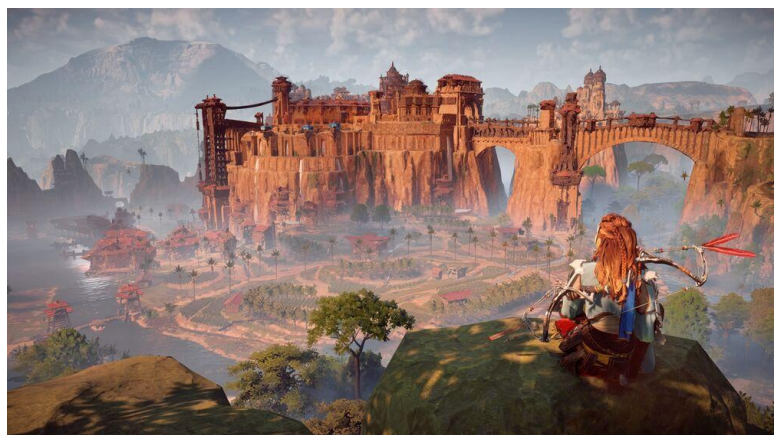
Shaman in Mother's Crown:

He's a man who dedicated himself to the life of the shamans. He is dressed in the colors of the Banuk tribe, wears a large headpiece, and has glowing tubes embedded in his skin. He speaks calmly and is always ready to share his knowledge.



Geographical overview

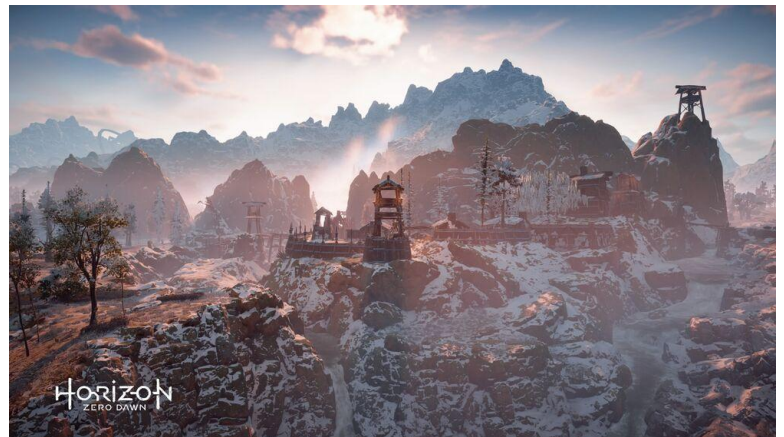
Meridian: It's the largest city in the sandom with towering buildings and beautiful ornaments. It's also referred to as "the City of the Sun" and is the capital of the Carja. It's located on top of a mountain surrounded by a humid jungle environment. Meridian is the center of trading.



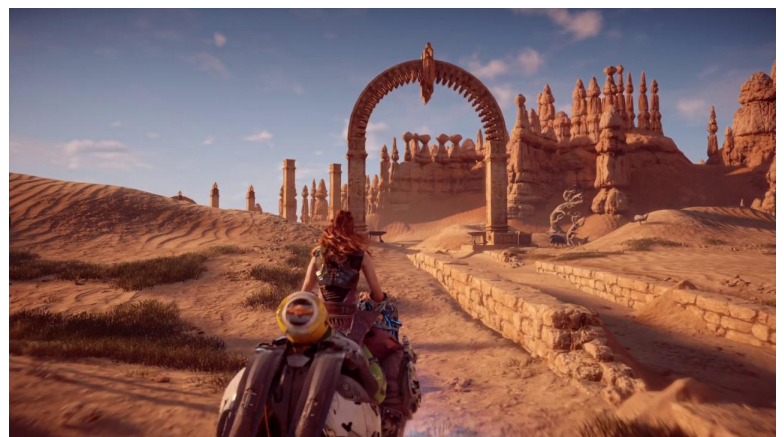
Devil's Grief: It's a large area with overgrown ruins from the old world. Surrounding is a dense forest with lots of machines wandering around. The land is partially flooded with a lake nearby. The search quest will take place in the southern part with smaller ruins and more trees.



Mother's Crown: It's a larger village on a mountainside southwest of Devil's Greif. Due to its high altitude, the village is mostly covered in snow. The inhabitants are of the Nora tribe. The village consists of wooden structures, often made out of logs.



The desert: Should the player decide to walk from Meridian to Devil's Greif, they would have to travel across the desert. It consists of large open areas and high cliffs. Smaller structures belonging to the Carja can be found scattered around. The desert is also home to the most dangerous machines like the Stormbird, Thunderjaw, and the Rockbreaker.



Quest dialog

Obtaining the quest:

After buying the map and exiting the trade window

Merchant: I hope you find more use for that map than I did.

Aloy walks away and thinks to herself

Aloy: Hmm, looks like Devil's Grief. I should take a look around next time I'm there.

Search quest:

After entering the search area

Aloy: Okay, so this is the location on the map... what am I looking for? Maybe I can see something with my focus.

After finding the metal plating

Aloy: It says something about a door in the ground... a hatch maybe? 18 steps south.

When Aloy is entering through the hatch

Aloy: Interesting, what is this room?

After collecting the headpiece

Aloy: Hmm, it looks like a headpiece. But why hide it like this? I could probably find a shaman in Mother's Crown who could tell me more about it.

Delivery quest:

When Aloy finds and speaks to the shaman

Shaman: Hello Nora, can I help you?

Aloy: I found this headpiece hidden underground in Devil's Greif. It was placed in the middle of a room, looked important. Can you tell me anything about it?

The shaman is taken aback as Aloy hands him the headpiece

Shaman: This is the headpiece of the most excellent hunter ever to have traveled these lands. He ventured to the forbidden west and beyond to hunt the most exotic machines. He died a long time ago, but this right here is his headpiece. It's an artifact that went missing during the red raids, thought to be lost or destroyed.

Aloy: Okay, so what should I do with it?

Shaman: This artifact holds great power. It would be a shame to lock it away again... I could craft you an armor set with it, but you would have to bring me parts first.

Aloy: Sure, what do you need?

Shaman: The lens of a Shell-walker as well as a Bellowback. I also need a Garzer heart.

Aloy: Consider it done.

Fetch quest:

When giving the shaman the parts

Shaman: These are in exceptional condition! You are an outstanding hunter! I will make you the armor.

Screen fades to black and then back again to show the passing of time

Shaman: Here you go. Safe travels Nora.

Aloy: Thank you!

Quest chain over

Asset list

- Armor set (Must have)
- Metal plate with symbols on it (Must have)
- Voice lines for shaman (Must have)
- Voice lines for Aloy (Must have)
- Inventory icon for the headpiece (Must have)
- Model of the headpiece (Must have)

- Small room under a hatch in Devil's Grief (Should have)
- Journals (Should have)

- Animation of the shaman holding and looking at the headpiece (Could have)
- Voice lines for eclectic collectibles merchant (Could have)
- Shaman model (Could have)

Risk analysis

The largest risks with adding this quest chain would be adding the room under Devil's Greif and recording additional voice lines for Aloy, the shaman and the eclectic collectibles merchant. Other risks like making a new model for the shaman could be avoided by reusing existing models. If more compromises would have to be made, it would be possible to scrap animating the shaman holding the headpiece.

The room under Devil's Greif could also be removed, putting the headpiece above ground to a climbable position instead.